



ROCKET LEAGUE

2v2

- RULES
- RESTRICTIONS
- CODE OF CONDUCT
- SCHEDULE

SPRING 2025
GAME MANUAL



ROCKET LEAGUE

SPRING 2025 - RULES

THIS TOURNAMENT IS NOT AFFILIATED WITH, SANCTIONED OR SPONSORED BY PSYONIX, EPIC GAMES OR ANY OTHER GAME DEVELOPER OR PLATFORM.

1. COMPETITION

a. PLATFORMS

- i. PC, Xbox, Playstation, Nintendo Switch (Cross-Platform)

b. SERIES LENGTHS

- i. Game: A single matchup between two teams (2v2).
- ii. Match: Matches are best of 5 games. The match ends when the first team wins 3 games.

2. PLAYERS

a. ROSTER

- i. A team roster must consist of at least 2 players (more is strongly advised) and no more than 4 players.
- ii. A player is allowed to represent only one team's roster in the same MiHSEF Rocket League competition.
- iii. Any number of players may be substituted between games in a match as long as they are officially rostered on the LeagueOS team and meet the requirements. Players cannot be substituted while a game is being played.
- iv. Teams must be created in LeagueOS, fully rostered with a minimum of 2 players.

b. MINIMUM TO COMPETE

- i. Teams must provide a *minimum* of 2 players for all games.
- ii. If a team is unable to field the required number of players for any games in the series, then they will forfeit the remainder of the match.
- iii. Teams may agree to play out matches in good faith and count the result.
- iv. Players must have their accounts linked by the roster lock date or will be ineligible until it is linked. They must link their account they will be playing on the platform they play on (Xbox Live, Epic, Steam etc.)

3. PRE-MATCH

a. LOBBY

- i. The higher seeded team will create the lobby and invite the captain of the opposing team.
- ii. The lower seeded team will choose their team color. Team colors will not change during the remainder of the match.
- iii. The match settings to be used are as follows:
 1. Game Mode > Soccer
 2. Arena > DFH Stadium or other as agreed upon by both teams (see 4.a).
 3. Team Size > 2v2
 4. Bot Difficulty > No Bots
 5. Team Settings
 - a. Team Names should be set to the rostered name of the respective teams.
 - b. Primary and accent colors should be set to default.

iv. Mutator Settings

Preset Settings > Custom	Ball Max Speed > Default	Rumble > None
Match Length > 5 minutes	Ball Type > Default	Boost Strength > 1x
Max Score > Unlimited	Ball Physics > Default	Gravity > Default
Overtime > Unlimited	Ball Size > Default	Demolish > Default
Series Length > Unlimited	Ball Bounciness > Default	Respawn Time > 3 seconds
Game Speed > Default	Boost Amount > Default	

- v. Joinable By > Name/Password (share lobby info with other team)
- vi. Server Region > US-East

4. GAMEPLAY

a. MAP SELECTION

- i. Each game in a match must always be on DFH Stadium unless teams agree on a secondary map.

b. MERCY RULE

- i. If one team is winning by 7 or more goals with 2 minutes left the game can be immediately ended with the higher scoring team declared as the winner.
 1. The request must be officially initiated by the team that is currently down in goals, and both teams must approve it. The team that is up by 7+ goals MAY NOT decline the mercy rule enactment.

5. STOPPAGE OF PLAY

a. PLAYER CONNECTIVITY

- i. Should a player disconnect from the game less than 60 seconds into the match or before the first goal of the game is made, the game can be restarted at the request of either team if the teams agree.
- ii. Should a player disconnect from the game after the first goal or past 60 seconds into the game, they may rejoin but the match cannot be restarted or paused.

- b. In the event incorrect players are present or incorrect settings are loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game.

- i. Teams will rectify any issues prior to starting the next game.

- c. Good faith restarts (a restart that is not required by the rules but is good sportsmanship) are allowed but both teams must use the exact same players and body styles as the initial game, otherwise the restarted game will automatically count as the next game in the match.

6. RESTRICTIONS

a. BODY STYLES/SKINS/ETC

- i. All body styles, decals, paint finishes, wheels, rocket boosts, toppers, antennas, goal explosions, trails and engine audios are allowed, except those that are currently banned in official Rocket League Tournaments.
 1. A player may NOT exit mid-game to change any of the cosmetics but may swap them between games.

b. SCRIPTING, BUGS, & EXPLOITS

- i. Scripting of any kind or the use of programmed vehicles is strictly prohibited. If scripting of any kind is discovered or suspected, admin staff will investigate the player and/or team. Any concrete evidence of scripting will result in a suspension of the account for the remainder of the season, including playoffs, and Epic/Psyonix will be informed of the violation.
- ii. Any intentional use, or attempted use, by a player of any bugs, exploits, game file modification or third party applications that would give an unfair advantage in the game is strictly prohibited. MiHSEF will determine the bugs and exploits prohibited by this rule and whether a player has taken advantage of a bug or exploit in violation of this rule.

c. PLAYER DISCONNECTS

- i. Players are not allowed to leave their team and rejoin to reposition themselves in the area. This will be considered cheating and will result in a forfeit of the game.
- ii. ***If a player disconnects more than one (1) time during a game, they will be unable to play the remainder of the game.***

7. PLAYOFF STRUCTURE

a. Restrictions

- i. All restrictions used in the regular season are also used in the playoffs.

b. Gameplay

- i. All gameplay rules that apply during the season also apply to the playoffs.

c. Matches

- i. Matches are determined by a best of 5. First team to win 3 games, wins the match.

d. Teams and format

- i. 16 teams.
 1. Double elimination.
 2. Championship is best of 7.

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HIGH SCHOOL SCHEDULE

MATCH	DATE
Pre-Season 1	Jan 29, 2025 4:00 PM
Pre-Season 2	Feb 5, 2025 4:00 PM
Week 1	Feb 12, 2025 4:00 PM
Week 2	Feb 19, 2025 4:00 PM
Week 3	Feb 26, 2025 4:00 PM
Week 4	Mar 5, 2025 4:00 PM
Week 5	Mar 12, 2025 4:00 PM
Week 6	Mar 19, 2025 4:00 PM
Week 7	Mar 26, 2025 4:00 PM - Apr 9, 2025 4:00 PM
Post-season: Play-Ins	Apr 16, 2025 4:00 PM
Post-season: Finals	Apr 26, 2025 8:30 AM

MIDDLE SCHOOL SCHEDULE

MATCH	DATE
Pre-Season 1	Feb 14, 2025 4:00 PM
Week 1	Feb 21, 2025 4:00 PM
Week 2	Feb 26, 2025 4:00 PM
Week 3	Mar 7, 2025 4:00 PM
Week 4	Mar 14, 2025 4:00 PM
Week 5	Mar 21, 2025 4:00 PM
Week 6	Mar 28, 2025 4:00 PM - Apr 11, 2025 4:00 PM
Post-season: Play-Ins	Apr 18, 2025 4:00 PM
Post-season: Finals	Apr 26, 2025 8:30 AM

